

METHOD AND STRUCTURE FOR IMAGE-BASED OBJECT EDITING

ABSTRACT OF THE DISCLOSURE

Disclosed are an image editing user interface system and method. The system includes one or more computers with one or more graphical user interfaces, and a receiving process for receiving one or more rendered two dimensional images on the computer graphical user interface. Each two dimensional image represents reflected light from a lit three dimensional object model, and the reflective light at each point of the two dimensional image corresponds to an object point on the three dimensional object model. The system further includes a changing process for changing a portion of the two dimensional image by changing the light intensity at a set of one or more points on the two dimensional image. The change in light intensity at the set of points causes a change in the three dimensional model to correspond to the change in the light intensity.